



Quick Draw Electronics

Competition Controller User Manual

Model CC100



WELCOME TO THE **QUICKDRAW ELECTRONICS COMPETITION CONTROLLER.**

THE BASIC SYSTEM (CC100) CONSISTS OF;

- 1 CONTROLLER BOX
- 1 CONTROLLER TO TIMER CABLE
- 1 POWER SUPPLY

SETUP

SET UP IS QUICK AND EASY.

START BY PLUGGING IN A PUSHBUTTON FROM ONE OF YOUR TIMERS TO THE JACK LABELED **START** ON THE BACK OF THE COMPETITION CONTROLLER BOX.

2. PLUG IN THE CONTROLLER TO TIMER CABLE TO THE JACK LABELED **SLAVE**.

3. CONNECT ALL OF THE TIMERS TOGETHER IN A DAISEY CHAIN AS SHOWN IN THE DIAGRAM BELOW. IF A PUBLIC ADDRESS SYSTEM IS AVAILABLE, CONNECT A CABLE FROM THE **LINE OUT** OF THE CONTROLLER TO THE **LINE IN** OF THE PA SYSTEM. THE CONTROLLER ACCEPTS A 1/8 INCH MONO PLUG.

4. PLUG IN THE POWER CORD OF THE AC/DC CONVERTER TO THE POWER JACK ON THE BACK OF THE COMPETITION CONTROLLER BOX – PLUG THE AC/DC CONVERTER INTO POWER SOURCE. PLUG THE AC/DC CONVERTERS FOR ALL TIMERS AND THE CONTROLLER INTO THE SAME PLUGSTRIP SO THAT THE POWER FOR ALL OF THE COMPONENTS CAN BE SWITCHED ON AT THE SAME TIME.

NOTE: IF THE POWER FOR ALL TIMERS AND CONTROLLERS ARE NOT SWITCHED ON AT THE SAME TIME, THE UNITS CAN GET OUT OF STEP WITH EACH OTHER AND CAUSE A MALFUNCTION.

5. YOU ARE READY TO START!

NOTE: THE JACK ON THE FAR RIGHT IS FOR FACTORY USE AND FUTURE EXPANSION. IT IS NOT NEEDED IN NORMAL USE.

THE NEXT STEP IS TO PUT THE TIMERS IN THE SLAVE MODE. THIS IS DONE BY PUTTING THE CONTROLLER INTO THE SILENT MODE (SEE INSTRUCTIONS BELOW ON HOW TO ACCOMPLISH THIS) AND THEN HOLDING DOWN THE START PUSHBUTTON UNTIL THE TIMER SHOWS **PPPP** WHICH IS PRACTICE MODE. THE PUSHBUTTON SHOULD BE RELEASED UNTIL THE DISPLAY SHOWS **0000** AND THEN HELD AGAIN UNTIL THE TIMER DISPLAY SHOWS **SSSS** WHICH INDICATES THE SLAVE MODE. FOR FURTHER DETAILS, REFER TO THE TIMER USER MANUAL.

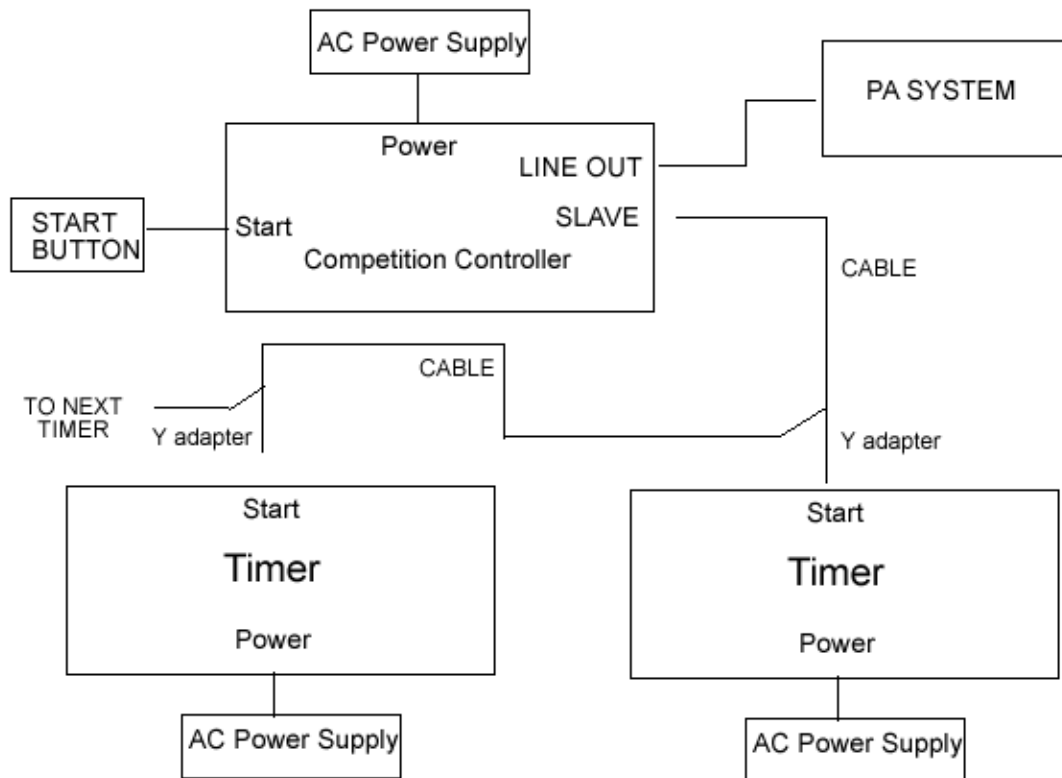
Line Out	Volume	Power	Slave	Start	Silent
					Voice
					Practice
SW1					
SW2					
SW3					
SW4					

Competition Controller



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FIGURE 1 CONTROLLER LEGENDS



Timer Setup with Competition Controller

Figure 2 Setup

MODES

SILENT MODE

THE SILENT MODE IS SELECTED BY PUSHING THE TOGGLE SWITCH ALL THE WAY DOWN. WHEN IN THIS MODE, THE CONTROLLER PUTS OUT A START COMMAND TO THE TIMERS AFTER A RANDOM DELAY OF 0 TO 3 SECONDS FROM THE RELEASE OF THE START PUSHBUTTON. IF THE TIMERS ARE IN THE SLAVE MODE, THEY WILL START A DELAY TIMER OF 2 SECONDS IN LENGTH. AFTER THE 2 SECONDS, THE TIMER WILL START COUNTING AND THE LIGHTS WILL ILLUMINATE. THE TOTAL DELAY TIME IS THE SUM OF THE CONTROLLER DELAY AND THE TIMER DELAY WHICH CAN BE FROM 2 TO 5 SECONDS.

VOICE MODE

THE VOICE MODE IS SELECTED BY PUTTING THE TOGGLE SWITCH INTO THE MIDDLE POSITION. WHEN IN THIS MODE, THE CONTROLLER WILL SPEAK A “SHOOTER ON THE LINE” “SHOOTER SET” COMMAND WHEN THE PUSHBUTTON IS RELEASED. THE VOLUME OF THE VOICE ANNOUNCEMENT IS CONTROLLED BY THE VOLUME CONTROL ON THE TOP OF THE CONTROLLER BOX. CLOCKWISE INCREASES THE VOLUME AND COUNTER

CLOCKWISE DECREASES THE VOLUME. THE FULL COUNTER CLOCKWISE POSITION TURNS THE SPEAKER OFF.

AFTER THE “SHOOTER SET” ANNOUNCEMENT IS COMPLETE, THE CONTROLLER STARTS A RANDOM TIMER JUST LIKE IN THE SILENT MODE. THE DELAY TIME IS 0 TO 3 SECONDS. AT THE END OF THE DELAY TIME, THE TIMER IS COMMANDED TO START A 2 SECOND DELAY BEFORE IT STARTS THE TIME MEASUREMENT.

THE OPERATOR HAS THE OPTION OF STOPING THE ANNOUNCE SEQUENCE AND SUBSEQUENT STARTING OF THE TIMER IN AN EMERGENCY. TO ACCOMPLISH THIS, PRESS AND RELEASE THE PUSHBUTTON QUICKLY DURING THE VOICE ANNOUNCE. THE ANNOUNCEMENT WILL STOP AND THE CONTROLLER WILL GO BACK TO THE READY STATE.

PRACTICE MODE

THE PRACTICE MODE IS SELECTED BY PUTTING THE TOGGLE SWITCH INTO THE FULL UP POSITION. WHEN IN THIS MODE, THE CONTROLLER GOES THRU THE SEQUENCE OF STEPS AS IN THE VOICE MODE. IT SPEAKS AND THEN AFTER A RANDOM DELAY STARTS THE TIMERS. IN ADDITION, IT STARTS A TIMER TO WAIT EITHER 3.5 SECONDS OR 10 SECONDS BEFORE AUTOMATICALLY PRESSING THE START PUSHBUTTON FOR YOU. THE SELECTION OF THE 3.5 SECONDS OR 10 SECONDS IS DONE BY THE POSITION OF THE OPTION SWITCH 4. WHEN THE SWITCH IS DOWN, THE DELAY TIME IS 10 SECONDS, AND WHEN IT IS UP THE DELAY TIME IS 3.5 SECONDS. THE TIP OF A PENCIL OR A SMALL SCREWDRIVER IS BEST USED TO MANIPULATE THIS SWITCH.



OPTIONAL EQUIPMENT

THE OPTIONAL DC POWER CABLE MAY BE USED WITH AN AUXILLARY POWER UNIT/ OR BATTERY.

THE COMPETITION CONTROLLER WILL CONTROL AN UNLIMITED NUMBER OF TIMERS. TO ADD TIMERS A SLAVE CABLE IS NEEDED.

FOR LARGE EVENTS, A PUBLIC ADDRESS SYSTEM IS RECOMMENDED.

WARRANTY

THE CONTROLLER IS WARRENTED AGAINST DEFECTS IN MATERIALS AND WORKMANSHIP TO THE ORIGINAL PURCHASER FOR ONE YEAR FROM DATE OF PURCHASE. THE PURCHASE IS AUTOMATICALLY REGISTERED WITH QUICK DRAW ELECTRONICS UPON PURCHASE. NO ADDITIONAL WARRANTY REGISTRATION IS REQUIRED.